



# Python Turtle

Week 4



# Turtle

Python comes with its own drawing feature, named Turtle.

## Turtle

- Has its own drawing area
- Has its own set of commands
- Needs to be imported from its library

# Import Turtle

Create a new Python file, save it as  
`draw_square.py`

Add the following first line

```
from turtle import *
```

This imports the Turtle features into your program

If you run this program, nothing will happen.

# Draw a line

Add the following line

```
forward(100)
```

Run the program

# Draw a line

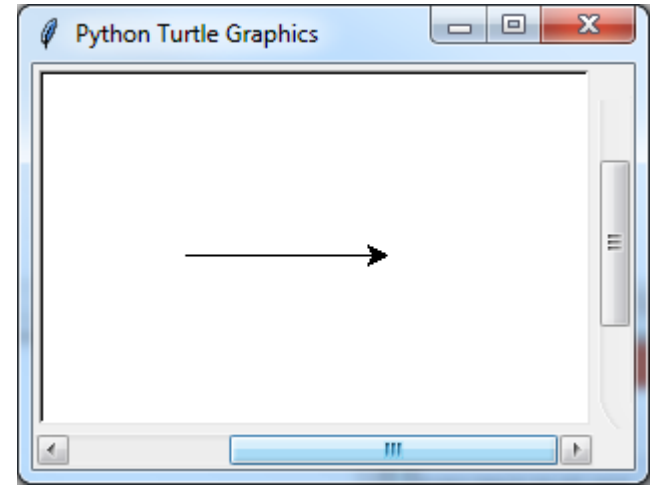
When you run the previous program:

- The Turtle canvas opens
- You see this.

The starting position for Turtle is:

- The centre of the canvas
- Facing right (the direction of the arrow)

The `forward(100)` command moves the Turtle 100 pixels forward.



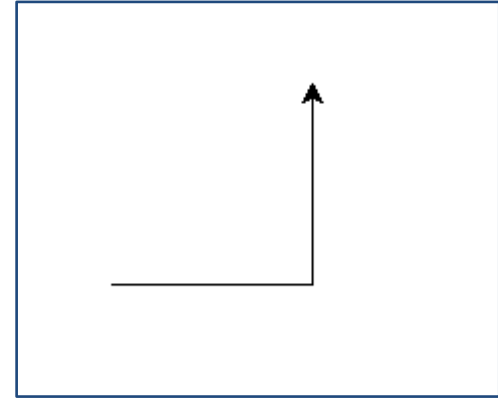
# Turn the Turtle

Add the following lines of code

```
left(90)  
forward(100)
```

This does the following:

- Turns the Turtle 90 degrees to the left (now facing up)
- Advances the Turtle 100 pixels

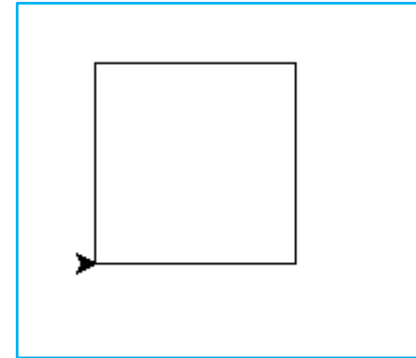


Can you draw a square with Turtle?  
Try it now.

# Draw a Square

Your code should look like this:

```
forward(100)
left(90)
forward(100)
left(90)
forward(100)
left(90)
forward(100)
left(90)
```



A much more compact version is:

```
for i in range(4):
    forward(100)
    left(90)
```

# draw\_shape.py

Create a new Python file, save it as

`draw_shape.py`

Don't forget to import turtle

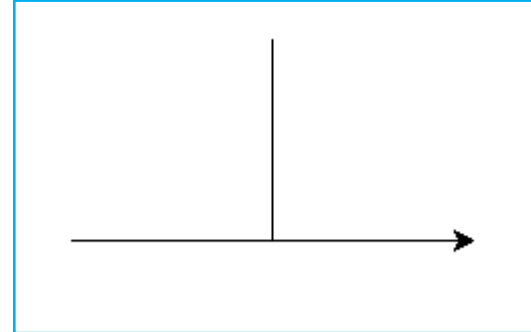


# Move the Turtle Back

To move the Turtle backwards, use

```
back(100)
```

Try to draw this



This code works

- `forward(100)`
- `left(90)`
- `forward(100)`
- `back(100)`
- `right(90)`
- `forward(100)`

# draw\_boxes.py

Create a new Python file, save it as

`draw_boxes.py`

Don't forget to import turtle

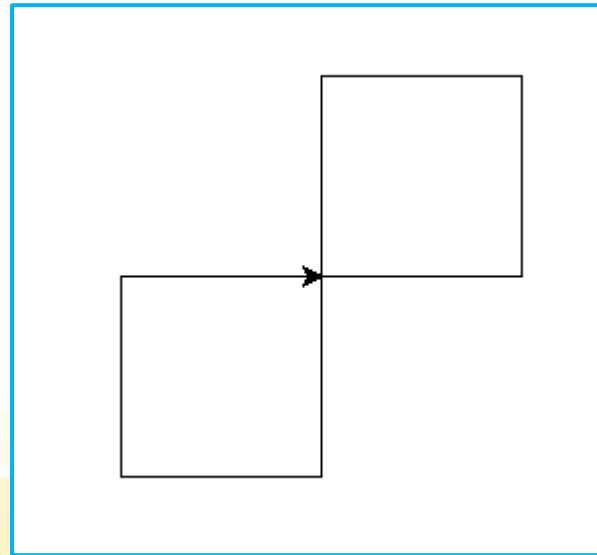
# Turning the Turtle

Turtle has two  
commands to turn the  
Turtle:

`left (degrees)`

`right (degrees)`

Can you use the forward,  
left and right commands  
to draw this?



# Possible Solution

```
from turtle import *  
  
forward(100)  
for i in range(3):  
    left(90)  
    forward(100)  
forward(100)  
for i in range(3):  
    right(90)  
    forward(100)
```

This is not the only solution  
(or even the best).

# draw\_two\_lines.py

Create a new Python file, save it as

`draw_two_lines.py`

Don't forget to import turtle

# Move Without Drawing

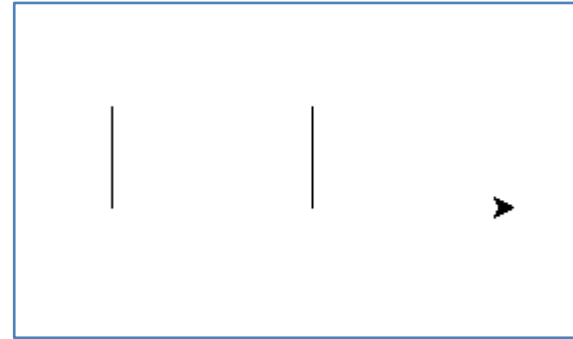
To stop the Turtle from drawing use

```
penup()
```

To resume drawing use

```
pendown()
```

Can you draw this?



This code will work:

```
for i in range(2):  
    left(90)  
    forward(50)  
    back(50)  
    right(90)  
    penup()  
    forward(100)  
    pendown()
```

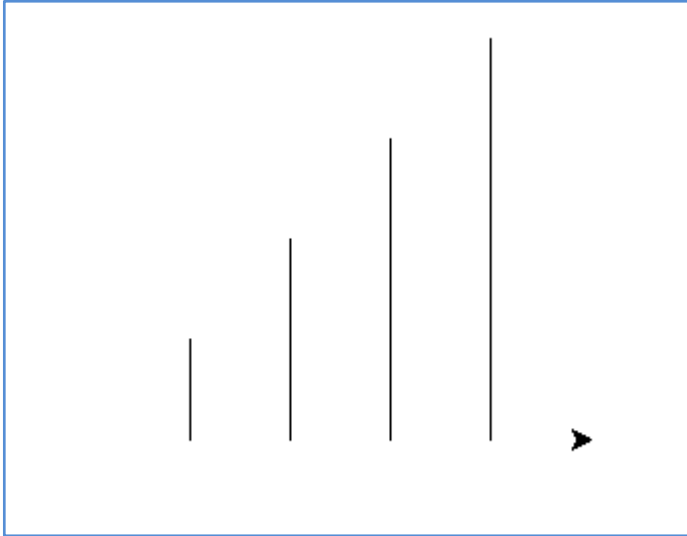
# draw\_lines.py

Create a new Python file, save it as

`draw_lines.py`

Don't forget to import turtle

## Now try to draw this



### Notes

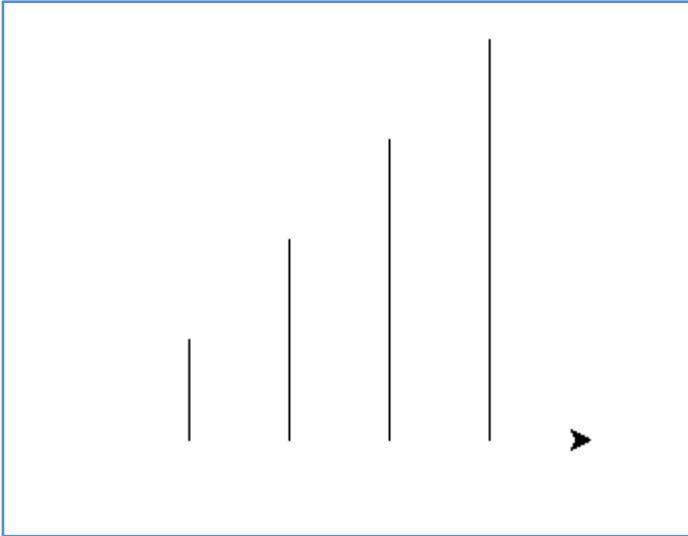
- The heights are 50, 100, 150, and 200 (increments of 50)
- The lines are 50 pixels apart

### Hints

- Make a variable called length and set to 0.
- Add 50 to height.
- Draw the first line and move the cursor
- Make a loop.



# Possible Solution



```
from turtle import *  
  
length=0  
for i in range(4):  
    length+=50  
    left(90)  
    forward(length)  
    back(length)  
    right(90)  
    penup()  
    forward(50)  
    pendown()
```

## Note

This is not the only solution or even the best one.

# Review – Turtle Functions

## Basic Turtle Functions (covered in this lecture)

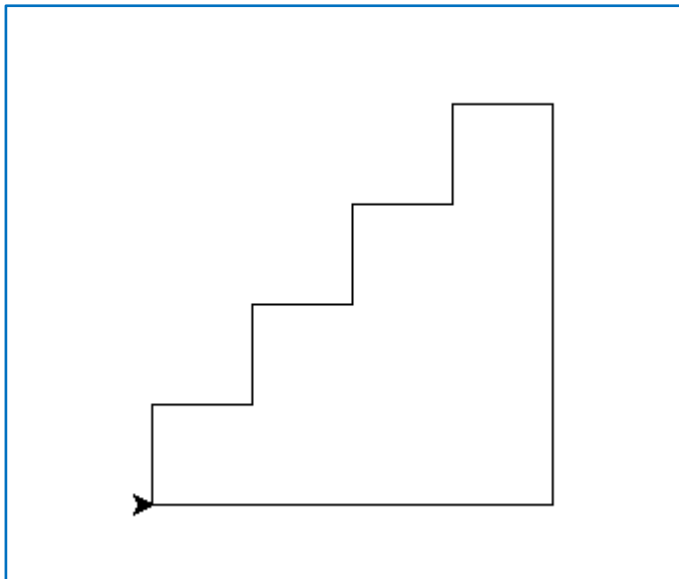
- `forward(x)` Moves the Turtle forward x pixels
- `back(x)` Moves the Turtle back x pixels
- `left(n)` Turns the Turtle left n degrees
- `right(n)` Turns the Turtle right n degrees
- `penup()` stops the Turtle from drawing
- `pendown()` starts the Turtle drawing (again)

## More Basic Turtle Functions (in tutorial next week)

- `setpos(x,y)` Moves the Turtle to (x,y)
- `home()` Moves the Turtle to (0,0)
- `pencolor('red')` Sets the drawing colour to red
- `fillcolor('yellow')` Sets the fill colour to yellow
- `begin_fill()` Starts filling the spaces in drawing
- `end_fill()` Stops filling the spaces

# Practice Exercise

- Can you make Turtle draw this?



## Advanced

- Set a variable `step_height`
- Set a variable `num_steps`
- Use a loop
- Draw any number of steps of any height